

Angle	Length	Strokes water hazard = +2 sand trap = +1
Total		

Sand

Water

Objective: Students learn to use a ruler and/or a protractor



- Students work individually.
- Students measure the distance from the ball to the hole.
- Students measure the angle from the ball to the hole.
- Students record the number of the hole, the distance and the angle for each of the holes.

Objective: Students estimate distances and angle measures.



- Students work in pairs.
- Student 1 estimates the distance and angle that will produce a hole-in-one.
- Student 2 writes down the estimate.
- Student 2 measures and draws the angle guessed on the hole
- Student 2 measures the distance and draws the segment guessed.
- If the ball goes in the hole, the hole is done. Students get a new hole and reverse roles.
- If not, Student 1 starts where the ball landed (end of the segment drawn) and guesses how to put the ball in the hole from there and the process repeats.

Objective: Students calculates distances with the Pythagorean Theorem and estimates angle measures.



Level 3

- Holes are drawn on graph paper or put on transparencies and put over graph paper.
- The rules of the game remain the same as Level 2. However, students can use the grid to help them estimate the distance to hit the ball using the **Pythagorean Theorem**.
- Calculators would be helpful here!



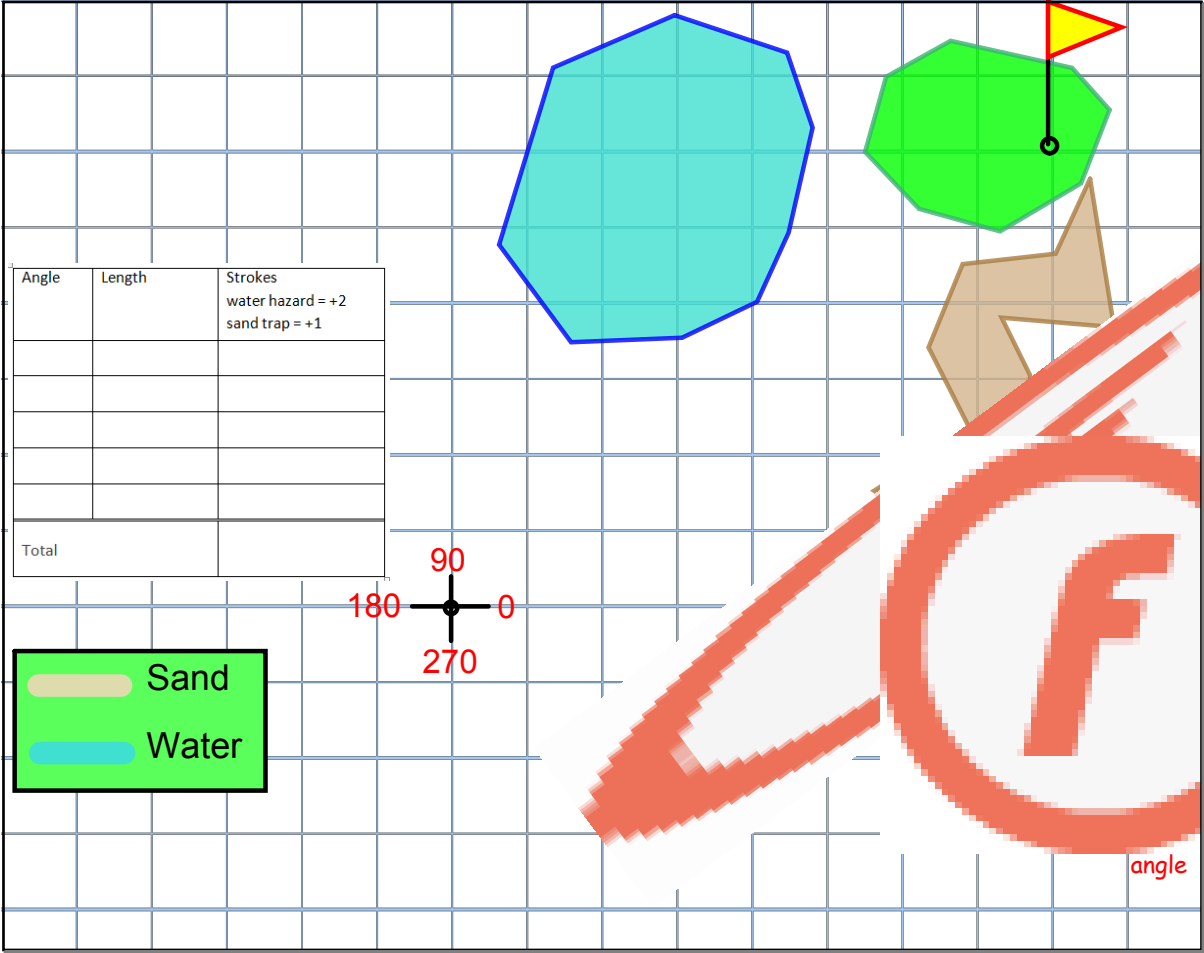
Objective: Students calculates distances with the Pythagorean Theorem and angle measures with trigonometry.



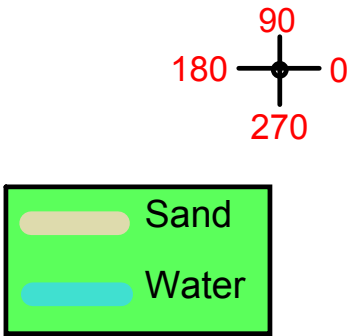
Level 4

- Holes are drawn on graph paper or put on transparencies and put over graph paper.
- The rules of the game remain the same as Level 2. However, students can use the grid to help them estimate the distance to hit the ball using the **Pythagorean Theorem**.
- Students use the grid and trig ratios to calculate the angle.
- Calculators would be helpful here!

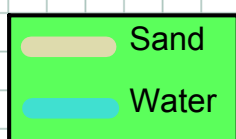




Your Turn... design your own hole!



Angle	Length	Strokes water hazard = +2 sand trap = +1
Total		




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Total		

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Transform Your Classroom and
Construct Learning with
Geometry Golf

Nancy Norem Powell - NCTM 2011 - Indianapolis, IN - Session #203

Protractor Golf

- [Protractor Golf Instructions](#)
(MS Word)
- [Protractor Golf Smart Board Demo](#)
(Smart Notebook file)

Mini Golf

- [Mini Golf Instructions for a Hole-In-One and Mini Golf Project Description](#) (MS Word)
- [Mini Golf PowerPoint \(MS PowerPoint\)](#)
- [Mini Golf Smart Board Demo](#) (Smart Notebook file)
- [3 Practice Holes](#) (MS Word)

Math and the Smart Board

- [Math on the Smart Board](#)
(Smart Notebook file)
- [Math Manipulatives for the Smart Board](#)
(Smart Notebook file)

Questions and Comments? Email me at: nancynpowell@gmail.com

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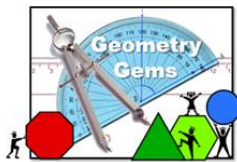
<http://www.teamvistech.com/index.php/create-activities-for-your-smart-board-single.html>



Resources for SMART™ Board users
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